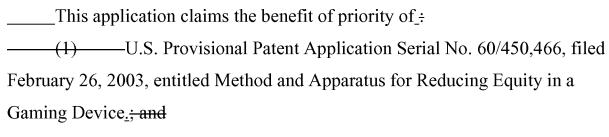# Amendment to the Specification

Please **REPLACE** the first paragraph on page 1, after the title and before the section entitled "Background", with the following paragraphs:

_____This application claims the benefit of priority of :

~~(1)~~ U.S. Provisional Patent Application Serial No. 60/450,466, filed February 26, 2003, entitled Method and Apparatus for Reducing Equity in a Gaming Device.~~; and~~

~~(2)~~ This Application is also a Continuation-in-part of U.S. Patent Application Serial No. 10/420,981, filed April 22, 2003, entitled Gaming Device Method and Apparatus Employing Alternate Payout Features.[[;]]

~~the~~ The entirety of each of ~~which~~ the above applications is incorporated by reference herein for all purposes.

Please **REPLACE** the first full paragraph on page 6 with the following paragraph:

During the play of secondary games, players may accumulate value, or "equity" which may take the form of cash or credits, but which may also take other forms. For example, one form of equity may include the position of a game character on a game board in a secondary game. A character that is further advanced may be more valuable to a player, as the character may have a greater chance of reaching some target location corresponding to a payout in the secondary game. Another form of equity may include a number of symbols that have been aggregated in a secondary game. A player may receive a payout in a secondary

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game for aggregating a predetermined number of symbols obtained through the primary game. Accordingly, a player is more likely to receive a payout the more symbols he has already aggregated. Therefore, the number of symbols already aggregated in a secondary game may constitute value, or equity for the player. Various other forms of equity will be described further in the various embodiments below.

Please **REPLACE** the third full paragraph on page 13 with the following paragraph:

Once a secondary game has been initiated, the gaming device may determine a first situation of the secondary game. As used herein, a situation of a secondary game may include a particular group of settings for one or more of the parameters governing play of the secondary game game. For example, one parameter is the location on which a game character resides. A setting for such a parameter may be e.g., "the fifth square from the beginning," square "b7," the "blue square," etc. Another parameter may be the number of handle pulls remaining in which to complete the secondary game. Such a parameter may include a setting of e.g., "10 pulls," "39 pulls," or "0 pulls." Other exemplary parameters may include parameters describing the layout of a game board, the number of a particular type of symbol aggregated, the percent completion of a puzzle, and so on. Each of these parameters may have particular settings in a particular situation of a game. In various embodiments, a situation of a game is a particular group of settings in which every parameter governing the play of the secondary game has a particular setting.

Please **REPLACE** the first full paragraph on page 15 with the following paragraph:

Discussion now continues with the method steps of some embodiments of the present invention. Once the first situation of the secondary game has been determined, a second situation of the secondary game may be determined. Like the first situation, the second situation may include a group of settings for the parameters governing play of the secondary game. In the second situation, some of such settings may be different from the settings of the first situation. For example, in the first situation, the parameter describing the number of pulls remaining in the game may have the setting of "10 pulls." In the second situation, the same parameter may have the setting of "5 pulls." The second situation of the game may be determined in various ways. In some embodiments, a set of rules govern how a second situation is determined from a first. One exemplary rule indicates that the parameter describing the number of pulls remaining in a secondary game is decremented by one every time a handle pull is made at the gaming device. Some rules describe how a particular situation, such as the second situation, is determined based on the symbols or outcomes that occur in a primary game. For example, a symbol in a primary game may include an "advance three spaces" symbol. Accordingly, the parameter describing the location occupied by a game character may be updated to include a or indicate a location that is three locations forward of the previous location indicated by the same parameter.

Please **REPLACE** the second full paragraph on page 22 with the following paragraph:

In various embodiments, an outcome, or a symbol in an outcome, may result in an adjustment to the setting of a parameter describing the amount of time available to complete a game. For example, an outcome may reduce the amount of time available to complete a secondary game from one minute to thirty seconds. The effect of an outcome may be to reduce the setting of a "time remaining" parameter by a certain amount of time, such as by thirty seconds. In some embodiments, the setting of a "time remaining" parameter may be reduced by an amount corresponding to an outcome, and also by an amount of time used to generate the outcome. For example, suppose a first situation of a secondary game includes a setting of a "time remaining" parameter of five minutes. A player then initiates a handle pull~~pulls~~, and an outcome appears six seconds later. Further, suppose the outcome has the effect of reducing the setting of a "time remaining" parameter by thirty seconds. Then, following the generation of the outcome, a second situation of the game will have occurred in which the "time remaining" parameter is set to four minutes and twenty-four seconds, with time having been deducted due to an elapsed time and due to the effect of the outcome. A gaming device may determine a reduction of time associated with a symbol, or with an outcome, by reference to a database, such as the database of FIG. 11.

Please **REPLACE** the fourth full paragraph on page 24 with the following paragraph:

In one or more embodiments, a game situation may include a "defensive measure" or "defensive provision" . As used herein, a defensive measure may

include a parameter which negates, ameliorates, or otherwise reduces the negative effects of a symbol, outcome, or other event. As described in conjunction with FIG. 11, a "cherry lock box" is one example of a defensive measure, as a "cherry lock box" may protect cherry symbols already accumulated by a player from being taken away by a negative outcome, such as an outcome containing a "lose two cherries" symbol. The setting of a parameter describing a defensive measure may be a number, such as "0", "1", "2", etc., which indicates the number of such defensive measures possessed by a player. A defensive measure may be used up in counteracting the effects of a negative outcome. For example, in a game involving the traversal of a game board with chutes (which can set a game character further back on the game board), a defensive measure may be a bridge. When a game character lands on the entrance to a chute, the bridge may be placed over the chute, preventing the game character from falling in. However, the player may no longer have the ability to use the bridge. When a defensive measure is used up, the setting of the parameter describing the defensive measure may be used up.

Please **REPLACE** the second full paragraph on page 28 with the following paragraph:

In various embodiments, a secondary game may include "resources". As used herein, resources may include parameters that may aid a player during the future course of a secondary game. In particular, a resource may be a parameter that increases the expected payment from a game by giving a player potential to receive more credits or other value in the future. Examples of resources include: a shovel, that may allow a player to dig up more gold in a game; a boat, that may allow a player to cross an otherwise un-crossable gulf in on a game board (e.g., to make a transition between locations that would otherwise be impossible); and a

pick, that may allow a player to crack open a rock to reveal diamonds. A resource does not necessarily provide value directly to a player, but may aid the player in the future pursuit of value. For example, a shovel may never come in use unless a player reaches a location of a game board where there is buried treasure. However, since resources do aid in the obtainment of value, they are themselves of some value to a player. Accordingly, a negative outcome may include an outcome that causes a player to lose resources, such as shovels, picks, etc. A player may thereby transition from a first situation that includes a resource to a second situation that does not include the resource, in which the second situation is therefore less favorable than the first situation.

Please **REPLACE** the eighth full paragraph on page 42 with the following paragraph:

One form of a player's equity may therefore include the number of objects that the player has aggregated towards completing his objective. For example, in the Pac-Man™-themed bonus game, a player who has gobbled eight hundred pellets will ~~have~~ generally have more equity than a player who has gobbled two hundred. In a game with a cooking theme, a player who has gathered the ingredients of sugar and flour generally has more equity than has a player with only sugar.

Please **REPLACE** the third full paragraph on page 47 with the following paragraph:

Defensive measures need not be complete. For example, when a "safe" is used <u>to</u> protect a player's win balance, a thief may perhaps drill a hole in the safe

and extract a small portion of the player's win balance. Therefore, in the event of the occurrence of a "thief" symbol, a safe may result in the player losing only a quarter of his win balance rather than one half of his win balance. Defensive symbols may thereby reduce the severity of a negative outcome without completely eliminating its effects.

Please **REPLACE** the first full paragraph on page 50 with the following paragraph:

In various embodiments of the present invention~~inveniton~~, supplementary processes may take a number of forms. In an exemplary version of the "Up and Down Game", a player may obtain supplementary game character. For example, a "game character" symbol may appear on the reels of the gaming device. The supplementary game character may then be placed on the game board at a different space than that of the primary game character. Throughout the rest of the game, any symbols or outcomes that apply to the primary game character may then also apply to the supplementary game character. For example, if the player obtains a "+3" symbol, than both the primary game character and the supplementary game character may advance by three spaces on the game board. Advantageously for the player, the player may now receive a payout if either game character finishes the game on one of the spaces marked with a payout. The player's chances for receiving a payout are therefore significantly better.

Please **REPLACE** the first full paragraph on page 51 with the following paragraph:

In various embodiments, a player may win the right to benefit from an extra payline at a gaming device for a specified period of time. For example, for the next twenty pulls, a player may benefit from outcomes on two paylines for the price of playing one payline. Therefore, the enabling of the ~~of the~~ second payline serves as a supplementary process. As another example, in a game where a player prepays for twenty pulls in which one pay line will be used, a supplementary process may entail enabling a second payline for the remainder of the twenty pulls, with no further payment required of the player.

Please **REPLACE** the seventh full paragraph on page 63 with the following paragraph:

The magnitude of a negative outcome may decrease by a fixed percentage each time the negative outcome occurs. For example, the magnitude of the negative outcome ~~goes~~ decreases by 10% of its previous value each time the negative outcome occurs.

Please **REPLACE** the fourth full paragraph on page 65 with the following paragraph:

In ~~a~~ some embodiments, the effects of a first negative outcome are conditional upon the occurrence of a second negative outcome. For example, a player may accumulate any number of thief symbols in the lower right hand corner of his gaming device. However the thief symbols have no effect until the player obtains a "super-thief" symbol. When the super-thief symbol occurs, the player loses 10 credits for every thief symbol he had previously accumulated.

Please **REPLACE** the last paragraph on page 74 with the following paragraph:

Several pulls later, Susan obtained another bank symbol, and this time netted fifteen coins.   When she had only twelve pulls left, the robber was still in possession of the fifteen credits. Then, Susan obtained the outcome "cow-tavern-jail". The "jail" symbol looked like the bars of a jail cell. Once again, the robber was chased all over town by a cop. The cop caught up to the robber. This time, the cop dragged the robber over to the town jail. The robber could then be seen overlaid on the jail building. Fortunately, the fifteen credits had not been taken from the robber. Susan noticed another LED screen labeled "pulls in jail". The LED screen read "3". Susan's next pull was "well-well-well". The pull would have won her ten credits~~erdits~~, but unfortunately the robber was stuck in jail. Her "pulls in jail" display now read "2". Susan's third pull since the robber entered jail was also disappointing. She got a bank symbol, but to no avail, since the robber was still stuck in jail. However, after Susan made this third pull, her robber was seen walking out of jail and stretching his arms. He was now free.

Please **REPLACE** the last paragraph on page 79 with the following paragraph:

Tim began play. Virtually every handle pull, he won a few coins in payouts. In addition, there was usually at least one symbol on the reels that caused the game character in the bonus game to advance. On Tim's 6th pull, his game character began on the 21st space. He obtained the symbols "+3", and "+2". Tim was relieved. The "+3" symbol alone would have put his character on the 24th space,

which was the entrance to a chute. Fortunately, Tim's character could now land on the 26th space, which was a ladder. The character advanced to the 60th space. By his 12th pull, Tim was on space 85, very close to some of the spaces where he would obtain payouts. Unfortunately, Tim obtained a "+4" which put him at the entrance of a chute on space eight-nine. Tim's character fell back to space fifty-eight. In his next few pulls, Tim's game character advanced and even reached a ladder. On his last pull, Tim was on the 92nd space. If he could only remain there, he would receive twenty credits. If his character could advance 8 more spaces, Tim would win ten thousand credits. Tim's last spin gave him a "+2" and a "+2". His character advanced four spaces to the 96th space[[,]]. Fortunately, his character had just dodged chutes on the 94th, 95th, and 97th spaces. He achieved a payout of eighty credits for finishing on the 96th space. His other payouts had totaled forty-five credits. Tim had therefore won one hundred twenty five credits after paying one hundred credits to play. His profits were $1.25.